

WHAT IS CLAIMED IS:

1. A handheld computer system, comprising:
 2. a switch;
 3. a user interface;
 4. a housing; and
 5. a display supported by the housing, wherein the user
 6. interface includes an information entry area, wherein the information entry
 7. area is activated in response to manipulation of the switch the switch
 8. being a non-display element.
1. 2. The handheld computer system of claim 1, wherein the
2. information entry area is deactivated in response to manipulation of the
3. switch.
1. 2. 3. The handheld computer system of claim 2 wherein the
2. switch includes two actions: a first manipulation of the switch to
3. activate the information entry area and a second manipulation of the
4. switch to deactivate the information entry area.
1. 2. 3. 4. The handheld computer system of claims 1, 2, or 3 wherein
2. the switch is part of a touch pad associated with the display, a squeeze
3. switch associated with the housing, or a button associated with the
4. housing.
1. 2. 5. The handheld computer system of claims 1, 2, or 3 wherein
2. the switch is a squeeze switch.
1. 2. 6. The handheld computer system of claims 1, 2, or 3 wherein
2. the information entry area is a pop-up menu.

1 7. The handheld computer system of claims 1, 2, or 3 wherein
2 the information entry area has at least two sizes when activated.

1 8. A user interface for a handheld computer system, the
2 handheld computer system comprising a display and a touch pad, the user
3 interface comprising:

4 means for receiving information at the touch pad and the
5 display; and

6 means for activating and deactivating the means for
7 receiving, wherein the means for receiving is reduced in size or removed
8 from the display when deactivated and the means for activating and
9 deactivating is not located on the display.

1 9. The user interface means of claim 8 wherein the means for
2 receiving is at least one of a graffiti area, a pictorial representation of a
3 keyboard, an area to accept a drawing, and an area assigned for entering
4 information into the handheld computer system.

1 10. The user interface means of claim 8 wherein the handwritten
2 characters include numbers or letters.

1 11. The user interface means of claim 9 wherein the handwritten
2 characters include numbers or letters.

1 12. The user interface of claim 8 wherein the means for receiving
2 is removed from the display when activated.

1 13. The user interface of claims 9, 10, 11, or 12 wherein the
2 means for activating and deactivating includes a squeeze switch.

1 14. The user interface of claims 9, 10, 11, or 12 wherein the
2 means for activating and deactivating is integrated into a portion of a
3 housing of the handheld computer.

1 15. The user interface of claims 13 wherein the means for
2 activating and deactivating is integrated into a portion of a housing of the
3 handheld computer.

1 16. The user interface of claim 14 wherein the means for
2 activating and deactivating includes a symbol.

1 17. The user interface of claim 14 wherein the means for
2 activating and deactivating includes a symbol is a fixed symbol.

1 18. A method of interfacing with a handheld computer system,
2 the handheld computer system comprising a display and a touch pad, the
3 method comprising:

4 manipulating a user interface device to cause a suitable area
5 for receiving handwritten characters to be displayed on the display above
6 or behind the touch pad; and

7 providing information entry on the touch pad,
8 wherein the user interface device is not located on the
9 display.

1 19. The method of claim 18 further comprising:

2 manipulating the user interface device to cause the suitable
3 area to be removed from the display.

1 20. The method of claim 18 wherein the user interface device is
2 a mechanical switch.

1 21. The method of claim 20 wherein the mechanical switch is a
2 squeeze switch integrated in a housing of the handheld computer system.

1 22. The method of claims 19, 20, or 21 wherein the suitable
2 area is at least one of a pop-up graffiti area, a pictorial representation of a
3 keyboard, an area to accept a drawing, and an area assigned for entering
4 information into the handheld computer system.

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